

KOBOLDS OF THE FALLEN HALLS

A Pathfinder Roleplaying Game Compatible TRIBES Supplement by Creighton Broadhurst



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In the cloying dark of a dwarven hold long lost to fang and claw, two degenerate tribes of furtive kobolds fight a brutal war of deadly traps and sudden ambush. Driven relentlessly on by their draconic masters, only the utter annihilation of one tribe will end this decades-long rivalry.

Kobolds of the Fallen Halls includes eight new feats, four new spells and two complete dragon hoards as well as twenty stat blocks (including the stat blocks of the two rival dragons Antharuthux and Dereghwyr).



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Thank you for purchasing *Kobolds of the Fallen Halls*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

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ERRATA

We would like to think *Kobolds of the Fallen Halls* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

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NEW ADEPT SPELLS

1ST-LEVEL ADEPT SPELLS

Darken Scales: Provides +4 bonus to Stealth checks made to hide and improves the subject's natural armour bonus by 1.

Furtive Step: Provides a +4 bonus to Stealth checks made to move silently and makes it harder to track the subject.

2ND-LEVEL ADEPT SPELLS

Occlude Trap: Makes it harder to detect the affected trap; mentally alerts the caster when the affected trap triggers.

3RD-LEVEL ADEPT SPELLS

Enervating Shadows: Field of grasping shadows exhausts or fatigues those within.

STAT BLOCKS BY CR

CR	NAME	
0	Irix	Imp (Unurnyth' familiar)
0	Weasel familiar	Tiny magical beast
1/4	Blackened Eye Warrior	Kobold warrior 1
1/3	Bloodied Tail Warrior	Kobold warrior 2
1/3	Dire Rate Pet	Small animal
1/2	Blackened Eye Champion	Kobold warrior 3
1	Bloodied Tail Adept	Kobold adept 4
1	Bloodied Tail Trap Smith	Kobold expert 4
1	Bloodied Tail Spider Rider	Kobold warrior 2/expert 2
1	Bloodied Tail Bodyguard	Kobold warrior 4
1	Hunting Spider	Medium vermin
1	Blackened Eye Scout	Kobold warrior 2/expert 2
1	Blackened Eye Adept	Kobold adept 2
1	Blackened Eye Miner	Kobold expert 4
2	Alaeix's Concubine	Kobold warrior 3/expert 2
3	Sygax, Bloodied Tail Chieftain	Male kobold warrior 6
4	Alaeix, Blackened Eye Chieftain	Kobold warrior 7
5	Unurnyth, Bloodied Tail Adept	Female kobold adept 8
8	Antharuthux	Male juvenile black dragon
9	Dereghwyr	Female juvenile green dragon

*"Where dwarves once laughed and sang and toiled,
Bones now lie bleached and bodies boiled,
Slain by trap and fang or claw,
Or breathed on by dragons' maw,
In the cloying darkness ambush awaits,
Down ruined passage, beyond mangled gates,
Beneath the earth, in once hallowed halls,
Death now creeps and sneaks and crawls..."*

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Dazing Shot	Tribal membership, BAB +2	Successful ranged attack damages and may daze target.
Hit and Run	Tribal membership, BAB +1	With an attack, you can take a 5 ft. step even if you have moved.
Improved Flank	Tribal membership, BAB +1	Gain a +3 bonus on flank attacks instead of +2.
Nauseating Shot	Tribal membership, BAB +3	Successful ranged attack damages and may nauseate target.
Spider Handler	Tribal membership, BAB +1	Can handle bonded spider as a free action; +2 on poison saves.
Spider Rider	Tribal membership, Spider Handler	+4 on Ride checks and bonus to melee attacks while mounted.
Sniping Strike	Tribal membership, BAB +1	Can hide more easily after making a ranged attack.

READING STAT BLOCKS

Kobolds of the Fallen Halls includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

KOBOLD POUCHES

The kobolds of Vongyth pick up many odds and ends during their short, brutal lives. Use the table on page 20 to determine what the PCs find when they loot their enemies' corpses.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

KOBOLDS OF THE FALLEN HALLS

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Two centuries ago, the green dragons Klauthosk and Yeiarkin annihilated the dwarves of Clan Nurthen, taking the isolated hold of Vongyth as their own. Served by the kobolds of the Blackened Eye their depraved hegemony over the benighted dwarven hold ended in blood and slaughter upon The Crimson Sword's (a band of skilled and daring adventurers) blades. Not all the dragons' progeny perished in the battle, however, and when a rival appeared to challenge the lone survivor's rule over the shattered remnants of the Blackened Eye, bloody and ruinous war swept through the endless, cloying dark of Vongyth. Decades later, the survivors of two degenerate splinter-tribes seek the utter annihilation of the other through sudden ambush and deadly trap in the dusty, forgotten halls of the dwarves' crumbling fortress.

HISTORY

Little known, the dwarves of clan Nurthen were typical of their kind; industrious miners toiling deep beneath the earth in Vongyth (their small, isolated mine-hold). Their small success, however, spelt their doom. A mated pair of green dragons, Klauthosk and Yeiarkin, intercepted several merchants carrying gold bars and other precious metals to market. After torturing (and then eating) the survivors, they learnt the location of Vongyth and exhibiting typical, draconic greed led their kobold minions in a devastating attack on the unsuspecting dwarves.

With acid and fang, they drove the dwarves from their fortress, slaughtering all they discovered. After the orgy of slaughter and looting, the pair settled in the hold and ordered their kobold servants to search out every scrap of treasure hidden therein. Sated by the slaughter and hoard-wealth of the dwarves, Yeiarkin laid several eggs, and with their new home secured, the dragons began to terrorise and loot the surrounding area. Thus did matters stand until The Crimson Swords invaded the hold 40 years ago and slaughtered Klauthosk and Yeiarkin along with scores of their servants. Exulting in their victory the surviving adventurers looted the dragon's wealth and returned to civilisation, but they failed to expunge the menace lurking in Vongyth. A few hundred kobolds survived as did one of

the pair's offspring – Dereghwyr – an odious, vicious creature.

Dereghwyr immediately set about cementing her rule over the depleted kobolds, but the arrival of Antharuthux (a very young black dragon fleeing the slaughter of his brood-mates) threw chaos atop chaos in Vongyth. Dereghwyr immediately sought to slay the newcomer, but failed. Forced into ignoble retreat, she retreated into the fortress' depths to wage a guerrilla war against Antharuthux and his newly subjugated kobold followers. On that day, the Blackened Eye was broken with those falling under Antharuthux's sway taking the mantle of the Bloodied Tail.

For the last twenty years, a silent war of sudden ambush and counter ambush has crept through the halls, passageways and chambers of Vongyth. Scores of kobolds have fallen and now but a remnant survive on either side. Driven on by their implacable draconic leaders, the kobolds continue the fight, dedicated to the utter destruction of their rivals.

APPEARANCE

Kobolds are small, hairless scaly creatures that stand about 3 feet tall and weigh between 35 and 45 pounds. Their hides run the gamut of colours from dark rusty brown to rusty black and two small off-white horns top their small heads. Their eyes are crimson red in hue. Kobolds possess a non-prehensile tail and smell of damp dogs and stagnant water.

Kobolds speak Draconic, in a high, yapping voice akin to the barking of a small dog.

ECOLOGY & SOCIETY

All kobolds nurture a particular hatred of gnomes and fey creatures, but the tribes of the Fallen Halls also loath one another with a deep, burning passion and reserve their most imaginative tortures for rivals falling into their hands.

In kobold society, the strongest rule and the weak serve. Chieftains are always the cleverest, most cunning warriors of the tribe. They carry the best weapons and armour and loyal bodyguards attend them.

Theoretically, kobolds can live to be 135 years old, but in practise, few survive into their fifties. The few older kobolds, who remember a time before Klauthosk's and Yeiarkin's deaths, are repositories of great knowledge.

Females lay eggs, placing them to be protected and nurtured in a communal nursery. Many females die birthing these eggs, or suffer frenzied beatings by the stronger, more numerous warrior males. Thus, there are roughly half as many females in the tribes as there are males. Young are even scarcer, numbering roughly one-tenth of the tribe's warrior strength. Both tribes are slowly dying, the blood of their warriors staining the bones of those who have fallen before them.

IN YOUR CAMPAIGN

Kobolds of the Fallen Hall's design enables a GM to easily insert the kobolds of this doomed, forlorn dwarven hold into a home campaign. The tribes' home can stand in almost any hill or mountain range. Similarly, as the builders were not a particularly successful or prosperous clan that fell decades ago, their presence should not disrupt the campaign back story. A DC 15 Knowledge (local) check identifies Clan Nurthen's crossed axe and hammer device (found throughout the Vongyth).

Neither Antharuthux or Dereghwyr care for the kobolds' fate, seeing their pathetic servants as nothing more than expendable tools. Many of the kobolds recognise their ruler's disdain, but can do nothing to overthrow their harsh, prideful draconic masters. The tribes' societies – never exactly a hotbed of culture – have stagnated under the dragons' rule. The kobolds create no new (crude) art and the only stories they now tell are battle stories designed to whip warriors into a killing frenzy. Most have even forgotten the traditional kobold gods, instead venerating their draconic masters as divine powers.

Doomed to die in the lightless passages under the mountain, the kobolds fight on; their only real goal to survive the next desperate skirmish.

LAIR

Both tribes claim Vongyth's shadowed halls as their own, but in practice, each group controls only a small portion of the hold. The balance of the dusty hallways and passages are a battleground littered with devious traps, the grinning skeletons and mouldering corpses of the fallen and the remnants of the dwarves' fallen civilisation.

Each tribe's domain is heavily fortified; traps litter all approaches and many entrances have been blocked off with strategic rock falls to channel invaders into prepared killing zones. The depth and complexity of these defences has rendered both

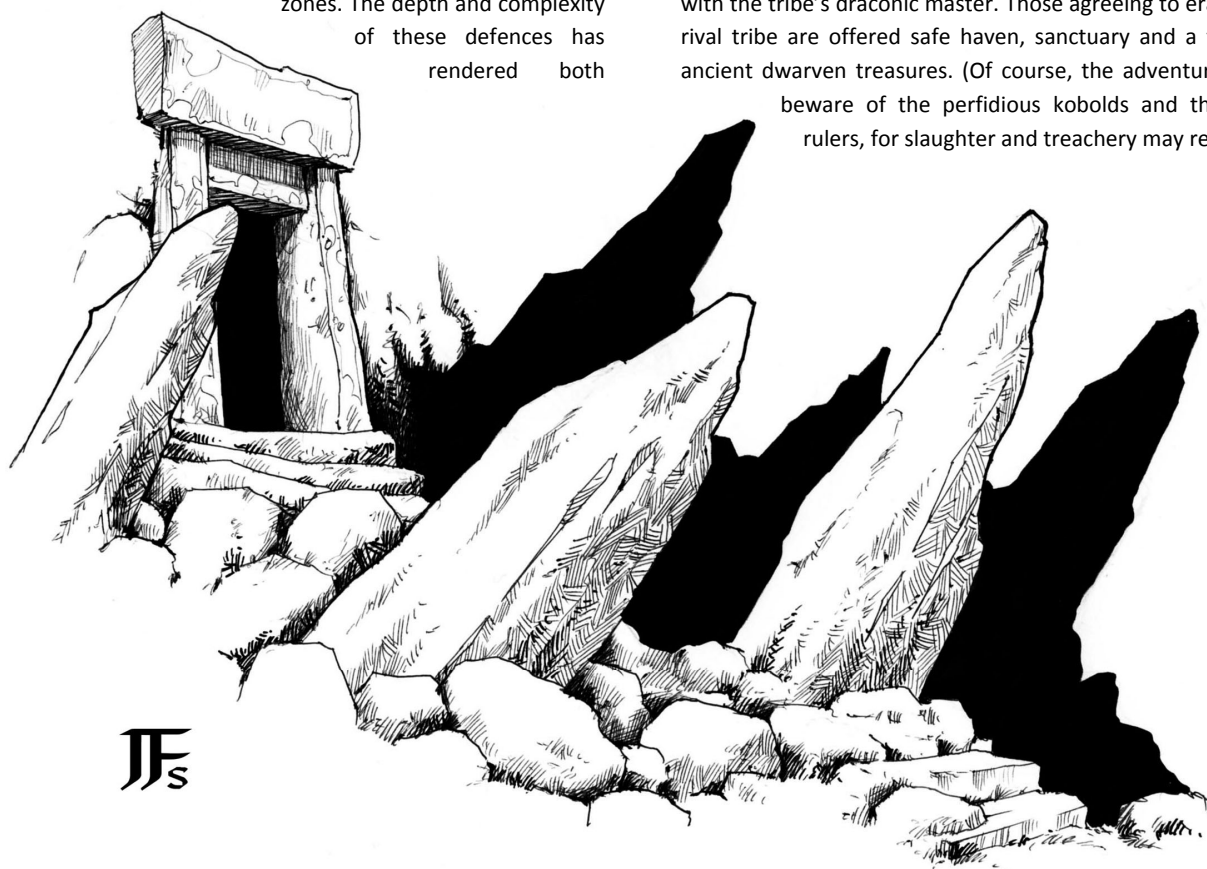
tribes' lairs virtually impenetrable. No serious assault on either lair has been launched for half a decade.

COMBAT & TACTICS

Cowardly and sadistic, kobolds prefer to strike from ambush with missile weapons or to kill from a great distance by luring enemies into devious and deadly traps. When forced to fight, kobolds do so only when they vastly outnumber their foes. They eschew fair fights, instead concentrating on wounded or weakened foes. (Scouts and stragglers are also favourite targets.)

Skilled trap-makers, they enjoy luring opponents into hidden traps. They excel at making concealed spiked pit traps and mechanical traps that fire crossbow bolts and other weapons or tripwires that drop nets onto unsuspecting interlopers. Enemies falling into a kobold pit are often deluged with flaming oil, jars of poisonous insects, or worse shortly thereafter.

Kobolds encountering adventurers exploring Vongyth's dusty halls initially avoid the intruders, instead seeking to gain intelligence as to the interlopers' purpose. The adventurers represent a chance to decisively shift Vongyth's balance of power and thus a (expendable) warrior under a flag of parley approaches adventurers not obviously allied with the tribe's enemies. Adventurers willing to negotiate are granted audience with the tribe's draconic master. Those agreeing to eradicate the rival tribe are offered safe haven, sanctuary and a few choice ancient dwarven treasures. (Of course, the adventurers should beware of the perfidious kobolds and their greedy rulers, for slaughter and treachery may result.)



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VONGYTH

Despite being home to about 200 hundred kobolds (and two deranged, petulant dragons), Vongyth is a small complex by dwarven standards.

Living Level: The main living level is a small, compact affair. Here, the dwarves carved homes, workplaces and temples from the living rock. One main gate provides access to Vongyth, but several other small sally ports also pierce the mountain's flank. Three great forges stand near the main gate. Once powered by a river specifically diverted for the purpose, this area is accessible via several stout, stone bridges. Neither tribe claims this place, not understanding the use of the equipment therein.

Both tribes have their heavily fortified lairs on this level. Ward by many traps, each lair is essentially impregnable to the other tribe. Within, the kobolds have decorated their home in their normal primitive style, destroying the dwarves' fine sculptures and statues.

TERRAIN FEATURES

Consider adding some of these terrain features to encounters in Vongyth.

Stealth and Detection: The normal distance at which a Perception check can be made to spot the presence of nearby creatures is dependent on line of sight. Explorers can make Perception checks to hear nearby creatures in the normal manner.

Illumination: Unless explorers bring light, it is dark within Vongyth's dusty halls.

Getting Lost: The vast profusion of Vongyth's tunnels makes navigation difficult. Unless they possess a good map, travellers must make a DC 14 Survival check every hour or become lost. Characters marking their passage with chalk or other non-permanent method, may discover that skulking kobolds deface or remove their marks.

Architecture: A DC 10 Knowledge (engineering) check reveals that Vongyth is of dwarven origin. Although old, the vast majority of Vongyth is in good condition – testimony to the dwarves' skill at building.

Corridors: Most corridors are wide enough for two dwarves to walk abreast. Those near the main gate and the clan's forges are double this width.

Walls: The walls are of superior masonry (1 ft. thick, hardness 8, hp 90, DC 35 Break, DC 20 Climb). In many places, the dwarves decorated their home with ornate carvings depicting their quest for precious metals and gems. The kobolds have defaced much of these decorations.

Arched Ceiling: In corridors, ceilings are normally 8 ft. high above the thoroughfare's central point. In chambers, they reach

Hall of the Stone Father: During the hold's construction, the dwarves discovered a mighty cavern above the main living level. Using their stoneworking skills, they transformed the cavern into a glittering cathedral dedicated to their gods. The site of a terrible massacre during the hold's fall, bones lie deep upon cathedral's hallowed floor and the huge, intricate statues of the clan's patrons lie smashed and broken.

The Mines: Far below Vongyth, a confused jumble of now flooded mine tunnels quest deep into the bedrock of the mountains. In many places, these flooded passages have collapsed while in others they intersect a natural network of caverns. The Bloodied Tale tribe once explored these deep tunnels – bringing forth several monstrous spiders to serve as steeds. None have returned to the caverns since floods inundated them, however.

12 ft. high. Only in areas of major importance (such as temples, council chambers and so on) are they higher.

Floors: Throughout Vongyth, the floor is of polished, smooth stone. It does not impede movement.

Doors: Doors throughout Vongyth are of stone (4 in. thick, hardness 8, hp 60, DC 28 Break). Constructed with nested hinges, they open in either direction. Most doors featured good locks (DC 30 Disable Device) but the majority of these were smashed when the kobolds looted the place.

Secret Doors: Built to protect treasure caches, ward bolt holes used by non-combatants in time of danger or to allow the secret movement of defenders about the complex most of these secret doors (DC 20 Perception check) have been found by kobolds long ago.

Superior Secret Doors: A few secret doors of superior manufacture (DC 30 Perception check) yet remain hidden. Most such features lead to "safe rooms" filled with the dusty bones of those trapped there long ago. A few built in places of importance conceal treasures.

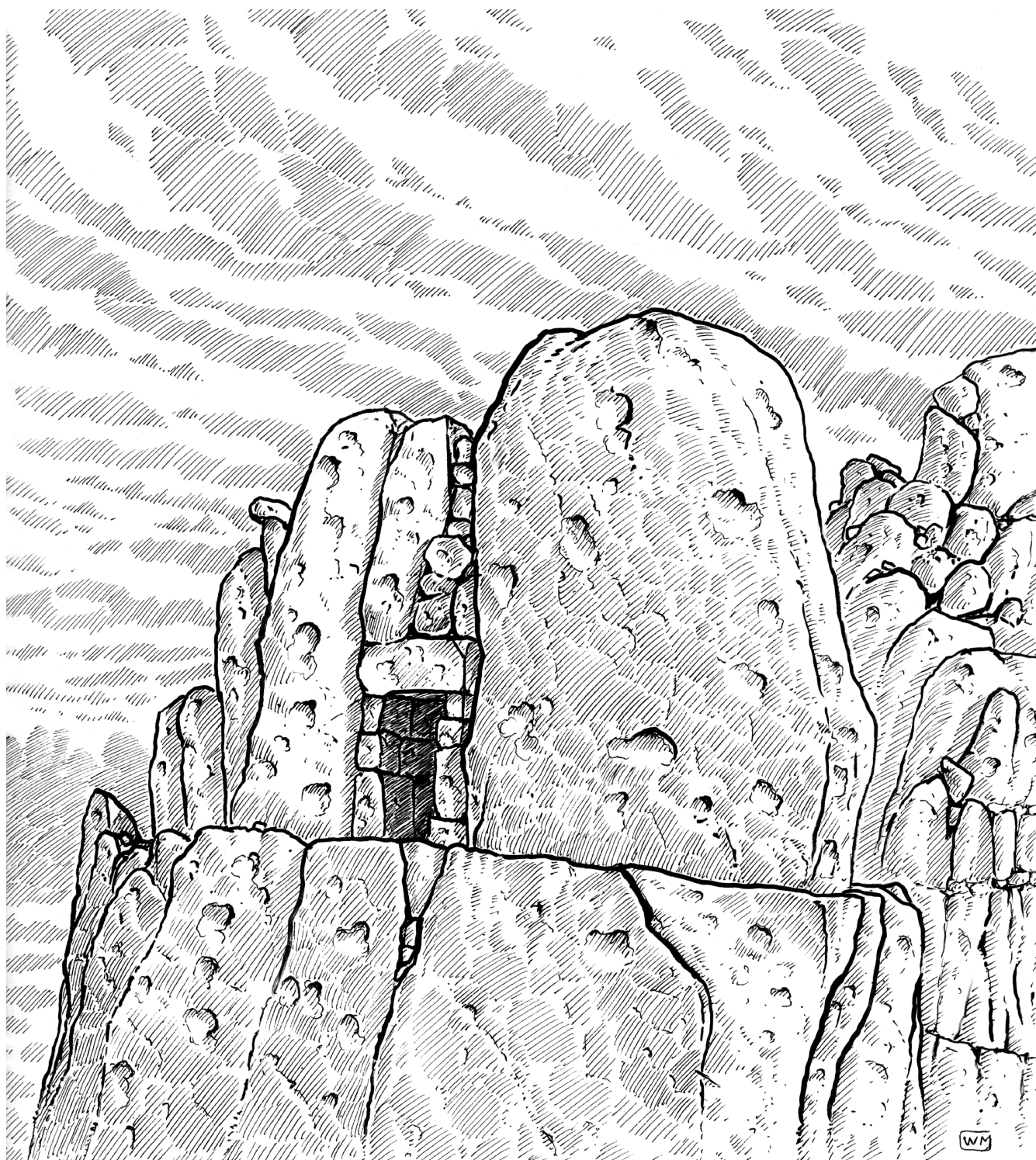
Skeletons: The remains of those slain long ago yet lie where they fell. A DC 5 Knowledge (local) check reveals if a particular skeleton is of dwarven or kobold origin. All have been comprehensively looted by successive generations of kobolds.

Traps: Traps (page 23) of kobold artifice litter Vongyth's hallways and chambers. Most traps of dwarven origin have long since been sprung; the kobold's have now adapted many to their own ends.

Wells: The dwarves sunk many wells throughout Vongyth. Most still provide fresh water – if one has the means to reach it – but the kobolds have polluted others with the bodies of the fallen. Such locations are often trapped or watched.

Tombs of the Mighty Fallen: Sealed off from the main hold by a rock fall set off by one of the clan's last warriors, the tombs are unknown to the kobolds and have remained untouched by their deparadations. Several unfound superior (see below) secret doors in the Hall of the Stone Father provide access to this area.

Cunning traps of dwarven artifice and several constructs yet lurk to catch unwary explorers. Several guardian priests were trapped in the tombs when the rock fall sealed the area off. Now arisen as skeletal champions they await their chance to emerge and eradicate the kobold infestation.



NEW FEATS

Kobolds of the Fallen Halls introduces a number of new feats utilised by the warriors of the splinter tribes. Each feat appears in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1.

Each tribe has developed their own styles of fighting:

Blackened Eye: Dazing Shot, Improved Flank, Nauseating Shot and Sniping Strike.

Bloodied Tail: Hit and Run, Spider Handler, Spider Rider and Sniping Strike.

DAZING SHOT [BATTLE]

You shoot your unaware target and momentarily daze it.

Prerequisites: Tribal membership (Blackened Eye), base attack bonus +2.

Benefit: If you hit a flat-footed opponent with a ranged attack, you deal damage and daze it (takes no actions, but has no penalty to AC) until the end of the next round. The target can attempt a Fortitude saving throw (DC = 10 + 1/2 attacking character's HD + Dexterity modifier) to negate the daze effect.

HIT AND RUN [BATTLE]

You dart in to attack your foe and then quickly move back to avoid a counter attack.

Prerequisites: Tribal membership (Bloodied Tail), base attack bonus +1.

Benefit: If you hit your opponent with a melee attack, you can take a 5-foot step even if you have already moved during your turn. You cannot exceed your movement rate for the round.

Normal: You cannot take a 5-foot step and move in a round.

IMPROVED FLANK [BATTLE]

Flanked by you and your battle companions, the target of your attacks finds it difficult to ward off your strikes.

Prerequisites: Tribal membership (Blackened Eye), base attack bonus +1.

Benefit: You gain a +3 bonus on attack rolls when you flank an opponent with an ally who also possesses this feat.

Normal: Flanking bestows a +2 bonus to attack rolls.

NAUSEATING SHOT [BATTLE]

You shoot your unaware target and momentarily nauseate it.

Prerequisites: Tribal membership (Blackened Eye), base attack bonus +3.

Benefit: If you hit a flat-footed opponent with a ranged attack, you deal damage and nauseate it (target unable to attack, cast spells, concentrate on spells, or do anything else requiring attention) until the end of the next round. The target can make a Fortitude saving throw (DC = 10 + 1/2 attacking character's HD + Dexterity modifier) to negate the nauseate effect.

SPIDER HANDLER [BATTLE]

You have a special bond with your pet allowing you to easily control it in combat.

Prerequisites: Tribal membership (Bloodied Tail), base attack bonus +1.

Benefit: You have formed a close bond with a giant spider. The spider is your friend and battle-companion, and you fight well together. You can handle the bonded spider as a free action or push it as a move action. Additionally, you gain a +2 bonus on saving throws against poison.

Normal: Handling an animal is a move action; pushing an animal is a full-round action.

SPIDER RIDER [BATTLE]

Bonded with your spider-mount, you ride your pet with ease.

Prerequisites: Tribal membership (Bloodied Tail), Spider Handler.

Benefit: You gain a +4 bonus on Ride checks made while riding a spider. Additionally, while mounted on a spider you gain a +1 bonus on attack rolls for every four levels that you possess.

SNIPING STRIKE [BATTLE]

From your hiding place, you shoot at your foe before quickly ducking back out of view.

Prerequisites: Tribal membership (Blackened Eye or Bloodied Tail), base attack bonus +1.

Benefit: As long as you are at least 10 feet from your target, you take a -10 penalty to your Stealth check to maintain your obscured position after making a single ranged attack.

Normal: You take a -20 penalty to your Stealth check to maintain your obscured location after making a ranged attack.

NEW ADEPT SPELLS

The adepts of the Bloodied Tail have developed a number of new spells to defeat their enemies.

DARKEN SCALES

Level adept 1 (transmutation)

Casting Time 1 standard action; **Components** V, S

Range touch; **Target** creature touched; **Duration** 1 hour/level

Saving Throw none; **Spell Resistance** yes

With a touch of your hand, you cause a creature's scales to darken. This effect bestows a +4 circumstance bonus to the affected creature's Stealth checks made to hide in areas of shadowy illumination or darkness. Additionally, the creature's natural armour bonus improves by +1.

ENERVATING SHADOWS

Level adept 3 (conjunction [shadow])

Casting Time 1 standard action; **Components** V, S, M (lump of coal)

Range close (25 ft. + 5 ft./2 levels); **Area** 20 ft. radius spread;

Duration 1 round/level (D)

Saving Throw Fortitude; see text; **Spell Resistance** yes

This spell causes a field of writhing shadows to appear. These shadows do not block movement, but writhe and grasp at those

within the area of affect, as if attempting to grapple and strike at such individuals.

Characters within the area of affect must succeed on a Fortitude saving throw or become exhausted for as long as they remain in the area of affect and for 1d4+1 rounds after they leave the field of shadows. Characters successfully making the saving throw are rendered fatigued for the same duration.

FURTIVE STEP

Level adept 1 (transmutation)

Casting Time 1 standard action; **Components** V, S

Range touch; **Target** creature touched; **Duration** 1 hour/level

Saving Throw none; **Spell Resistance** yes

With a touch of your hand, you cause a creature to move with preternatural stealth. This effect bestows a +4 circumstance bonus to the affect creature's Stealth checks made to move silently. Additionally, trackers treat the creature as two sizes smaller when making Survival checks to track its movements.

OCCLUDE TRAP

Level adept 2 (abjuration)

Casting Time 1 standard action; **Components** V, S, M (a handful of ground stone dust)

Range touch; **Target** trap touched, up to 30 sq. ft./level in size;

Duration permanent until discharged

Saving Throw none; **Spell Resistance** no

An *occlude trap* spell cast on a trapped object or area makes it harder to detect the trap. *Occlude trap* increases the DC to detect a trap (but not to disarm it) by 5.

Additionally, you receive a mental alert when the trap is sprung as long as you are within 1 mile of the trap. If you are sleeping, the alarm awakens you, but does not otherwise disturb concentration. This alarm provides no information about who or what triggered the trap.

Note that a trap protected by *occlude trap* radiates ([normally] moderate) abjuration magic, making it vulnerable to detection with *detect magic*.

ADEPTS OF THE BLOODIED TAIL

The adepts of the Bloodied Tail have learned deeper, darker mysteries than their enemies. Thus, they have access to a slightly different spell list to that of normal adepts.

0—*create water, detect magic, ghost sound, guidance, know direction, mending, purify food and drink, read magic, stabilise, touch of fatigue.*

1st—*bleed, burning hands, cause fear, command, cure light wounds, darken scales, detect chaos, detect evil, detect good, detect law, endure elements, furtive step, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd—*aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, occlude trap, invisibility, resist energy, scorching ray, see invisibility, web.*

3rd—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, dispel magic, enervating shadows, neutralize poison, remove curse, remove disease, stinking cloud, tongues.*

4th—*cure critical wounds, flame strike, minor creation, restoration, stoneskin, wall of fire.*

5th—*cloudkill, greater command, heal, major creation, passwall, righteous might, true seeing, wall of stone.*

ADEPTS OF THE BLACKENED EYE

The adepts of the Blackened Eye are less specialised than their hated rivals. They have not debased themselves before ancient draconic powers, steeping themselves in their lore. Thus, they only have access to the normal adept spell list and have not learnt the secrets behind the Bloodied Tail's unique spells.

DRAGON HOARDS

Both Antharuthux and Dereghwyr have accumulated great stores of wealth during their time in Vongyth. Much of this wealth is of dwarven craft, but other pieces have been taken from the bodies of those from the outside world unfortunate enough to discover Vongyth. Most items of a perishable nature – potions, scrolls, things crafted from wood, cloth and such like – have fallen prey to the dragons' acid breaths.

ANTHARUTHUX'S HOARD

Antharuthux's hoard (total value 10,150 gp) comprises the following items:

- Scattered coins (37 pp 1,251 gp, 3,252 sp and 11,478 cp) intermixed with:
 - A beautiful suit of masterwork full plate decorated with dwarven symbols of power and strength (value 1,650 gp). The skeletal remains of the owner yet lies within.
 - A masterwork dwarven waraxe (value 330 gp); intricate carvings of dwarves slaying orcs and giants decorate the weapon's haft.
 - A plain golden ring (radiates faint abjuration [DC 16 Knowledge {arcana}]; DC 18 Spellcraft identifies as a *ring of protection +1* (value 2,000 gp)).
- A small iron chest (unlocked) contains:
 - 8 transparent chunks of pale blue stone (blue quartz worth 15 gp each; DC 20 Appraise identifies)
 - 3 opaque dark gray stones with red flecks (bloodstones each worth 50 gp; DC 20 Appraise identifies)
 - 2 transparent, rich golden stones (amber each worth 100 gp; DC 20 Appraise identifies)
 - 1 transparent, bright deep green stone (an emerald worth 500 gp; DC 25 Appraise identifies)
 - A large, perfect pearl (radiates strong transmutation [DC 16 Knowledge {arcana}]; DC 32 Spellcraft identifies as a *pearl of power [1st-level]*).
- A pair of golden bracelets picked out with silver inlay (worth 540 gp; DC 20 Appraise identifies).
- A 2-ft. high iron carving of a dwarven warrior clad in full plate armour and wielding a dwarven waraxe (worth 500 gp; DC 25 Appraise identifies; DC 15 Knowledge [local] identifies the figure as Beron, a legendary dwarven dragonslayer).
- An iron flask, slightly warm to the touch (radiates moderate evocation [DC 17 Knowledge {arcana}]; DC 26 Spellcraft identifies as an *elixir of fire breath*).

DEREGHWYR'S HOARD

Dereghwyr's hoard (total value 12,750 gp) comprises the following items:

- Scattered coins (87 pp, 1,247 gp, 1,385 sp and 937 cp) intermixed with:
 - Two suits of half-plate armour (each worth 650 gp).
 - A warhammer, the head of which is carved to resemble a gauntleted, clenched fist (radiates faint evocation [DC 16 Knowledge {arcana}]; DC 18 Spellcraft identifies as a *+1 warhammer*).
 - One battered, but serviceable, masterwork heavy steel shield (worth 170 gp) bearing the crossed axe and hammer device of Clan Nurthen).
 - A stunning clear, circular prism (radiates moderate divination [DC 20 Knowledge {arcana}]; DC 24 Spellcraft identifies as a *lens of detection*).
 - A one-foot long iron rod (radiates faint evocation [DC 17 Knowledge {arcana}]; DC 18 Spellcraft identifies as a *wand of sound burst* with 10 charges; command word: Arockon).
 - A cast iron scroll tube stopper with a screw cap at both ends; contains a *scroll of dispel magic and protection from energy* (radiates moderate abjuration; DC 18 Knowledge [arcana]).

Hidden below the coins, a small clawed-out niche in the floor holds:

- 12 opaque black stones (obsidian each worth 10 gp; DC 20 Appraise identifies).
- 2 transparent golden yellow stones (topazes each worth 500 gp; DC 25 Appraise identifies).
- A pair of black, opaque gemstone dice (carved from jet worth 100 gp; DC 20 Appraise identifies).
- A silver bracer decorated with an inscribed dagger design (worth 200 gp; DC 20 Appraise identifies).
- A pair of golden earrings decorated with many small opaque blue gems (jaspers; the pair being worth 500 gp; DC 20 Appraise identifies).



THE TRIBES

THE BLACKENED EYE

Yet loyal to Klauthosk's and Yeiarxin's surviving offspring, the Blackened Eye serve Dereghwyr. When they creep forth to battle, the tribe's warriors practise the ancient rituals of their forebears, smearing their faces with charcoal to give them a sinister, demonic aspect.

The Blackened Eye can call upon almost 120 warriors, but few adepts profess loyalty to Dereghwyr. Although fierce, the warriors quail before the Bloodied Tail's sinister pets and avoid them wherever possible.

To mark their victorious struggle against the Bloodied Tail, Blackened Eye Warriors decapitate fallen foe, bringing their heads to Dereghwyr's chambers where they form a vast bed of skulls on which she slumbers. Within this skull bed, she hides her treasure hoard.

Alaex (the tribe's chieftain) is a particularly aggressive and stubborn

kobold. He senses that ultimate victory lies within his grasp and desires his share of the glory. Alaex maintains a small harem of females, which causes simmering resentment among his followers. His martial skill and Dereghwyr's favour, however, protect him from his followers' wrath.

As well as 59 females and 14 young, the Bloodied Tail's ranks contain the warriors and adepts on the following pages.

ENCOUNTERING THE BLACKENED EYE

Patrol (EL 3, XP 800): 6 warriors and 1 champion; searching for enemies, this patrol slinks through the darkness.

Spider Scout (EL 4, XP 1,200): 2 scouts and 1 adept; this small group seek easy prey.

Miners and Escort (EL 4, XP 1,200): 2 miners and 4 warriors; looking for a new route into Bloodied Tail territory this group seek to tunnel their way in.

BLACKENED EYE WARRIOR (91) CR 1/4 (XP 100)

Male kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; **Perception** +2, **Sense Motive** +0

Speed 30 ft.

ACP -2; **Stealth** +7

AC 17, **touch** 12, **flat-footed** 16; **CMD** 10 (+1 size, +1 Dex, +3 armour [studded leather], +1 shield [small wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +2, **Ref** +1, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -1

Melee short sword +1 (1d4-1/19-20)

Ranged shortbow (range 60 ft.) +3 (1d4/x3)

Atk Options Improved Flank

Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Flank

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus 12 arrows, belt pouch



BLACKENED EYE CHAMPION (10) CR 1/2 (XP 200)

Male kobold warrior 3

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0
Speed 30 ft.**ACP** -2; Stealth +9**AC** 17, touch 12, flat-footed 16; **CMD** 12

(+1 size, +1 Dex, +3 armour [studded leather], +1 shield [buckler], +1 natural)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +3, **Ref** +2, **Will** +1**hp** 19 (3 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +1**Melee** short sword +3 (1d4-1/19-20)**Ranged** shortbow (range 60 ft.) +5 (1d4/x3)**Atk Options** Improved Flank, Sniping Strike**Combat Gear** 10 masterwork arrows**Abilities** Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8**Feats** Improved Flank, Sniping Strike**Skills** as above plus Craft (trapmaking) +1, Profession (miner) +2**Languages** Draconic**Gear** as above plus 10 arrows, belt pouch**BLACKENED EYE SCOUT (8)** CR 1 (XP 400)

Male kobold warrior 2/expert 2

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +0
Speed 30 ft.**ACP** -1; Acrobatics +5, Climb +2, Stealth +10**AC** 18, touch 13, flat-footed 16; **CMD** 13

(+1 size, +2 Dex, +3 armour [mwk studded leather], +1 shield [buckler], +1 natural)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +3, **Ref** +2, **Will** +3**hp** 22 (4 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +1**Melee** dagger +3 (1d3-1/19-20)**Ranged** shortbow (range 60 ft.) +6 (1d6/x3)**Atk Options** Dazing Shot (DC 14), Sniping Shot**Abilities** Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8**Feats** Dazing Shot, Sniping Shot**Skills** as above plus Craft (trapmaking) +1, Disable Device +8, Profession (miner) +2**Languages** Draconic**Gear** as above plus 20 arrows, belt pouch, thieves' tools**BLACKENED EYE ADEPT (3)** CR 1 (XP 400)

Kobold adept 2

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +3 (+5 when familiar within arm's length), Sense Motive +1 (+3 when familiar within arm's length)**Speed** 30 ft.**ACP** 0; Stealth +10**AC** 15, touch 14, flat-footed 12; **CMD** 10; Dodge

(+1 size, +2 Dex, +1 dodge, +1 natural)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** -1, **Ref** +4, **Will** +4**hp** 7 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** -3**Melee** dagger -1 (1d3-3/19-20)**Ranged** dagger (range 10 ft.) +4 (1d3-3/19-20)**Adept Spells Prepared** (CL 2th, concentration +3)1st—*bless*, *sleep* (DC 12)0—*ghost sound*, *guidance*, *stabilize***Combat Gear** *potion of cure light wounds*, *scroll of invisibility***Abilities** Str 4, Dex 14, Con 9, Int 9, Wis 13, Cha 10**SQ** share spells, summon familiar**Feats** Alertness^B, Dodge**Skills** as above plus Craft (trapmaking) +1, Knowledge (religion) +3, Profession (miner) +3**Languages** Draconic, empathic link**Gear** as above plus belt pouch, spell component pouch**WEASEL FAMILIAR (3)** CR – (XP 0)

N Tiny magical beast

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1**Speed** 20 ft., climb 20 ft.**ACP** 0; Acrobatics +10 (+6 jumping), Climb +10, Escape Artist +6, Stealth +14**AC** 16, touch 14, flat-footed 14; **CMD** 6 (10 vs. trip)

(+2 size, +2 Dex, +2 natural)

Fort +2, **Ref** +4 (improved evasion), **Will** +4**hp** 3 (2 HD)**Space** 2 1/2 ft.; **Base Atk** +0; **CMB** +0**Melee** bite (reach 0 ft.) +4 (1d3-4 plus attach)**Attack (Ex)** When a weasel hits with its bite, it automatically grapples its foe, inflicting automatic bite damage each round.**Abilities** Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5**Feats** Weapon Finesse**Languages** empathic link

BLACKENED EYE MINER (6) CR 1 (XP 400)

Male kobold expert 4
 LE Small humanoid (reptilian)
Init +5; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0
Speed 30 ft.
ACP -1; Stealth +8

AC 16, touch 12, flat-footed 15; **CMD** 13
 (+1 size, +1 Dex, +3 armour [studded leather], +1 natural)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).
Fort +1, **Ref** +2, **Will** +4
hp 26 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2
Melee morningstar +4 (1d6)
Ranged light crossbow (range 80 ft.) +5 (1d6/19-20)
Combat Gear alchemist's fire (2), tanglefoot bag

Abilities Str 10, Dex 13, Con 10, Int 9, Wis 10, Cha 8
Feats Improved Initiative, Toughness
Skills as above plus Craft (trapmaking) +8, Disable Device +7, Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Profession (miner) +9
Languages Draconic

Gear as above plus 10 bolts, belt pouch

DIRE RAT PET (4) CR 1/3 (XP 135)

This large, filthy black-furred rat has glittering eyes and long, sharp fangs.

N Small animal
Init +3; **Senses** low-light vision, scent; Perception +4, Sense Motive +1
Speed 40 ft., climb 20 ft., swim 20 ft.
ACP 0; Climb +11, Stealth +11, Swim +11

AC 14, touch 14, flat-footed 11; **CMD** 12 (16 vs. trip)
 (+1 size, +3 Dex)
Fort +3, **Ref** +5, **Will** +1
hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1
Melee bite +1 (1d4 plus filth fever [DC 11 Fort; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con damage; cure 2 consecutive saves])

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4
Feats Skill Focus (Perception)
Skills as above

PETS

Alaeix and his concubines keep ferocious dire rat pets. They use these pets to terrify the tribe's rank and file and as marks of status and rank. Alaeix himself keeps three such pets while each of his concubines has two.

EL 5 (XP 1,605): Alaeix and three dire rats

EL 3 (XP 870): Concubine and two dire rats

ALAEIX, BLACKENED EYE CHIEFTAIN CR 4 (XP 1,200)

Male kobold warrior 7
 LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0
Speed 20 ft., base speed 30 ft.
ACP -3; Stealth +13

AC 21, touch 13, flat-footed 19; **CMD** 18
 (+1 size, +2 Dex, +6 armour [mwk breastplate], +1 shield [mwk buckler], +1 natural)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Alaeix is dazzled (-1 penalty on attack rolls and sight-based Perception checks).
Fort +5, **Ref** +4, **Will** +2
hp 45 (7 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +6
Melee mwk longsword +9/+4 (1d6/19-20)
Ranged mwk shortbow (range 60 ft.) +12/+7 (1d4/x3)
Atk Options Improved Flank, Nauseating Shot (DC 15), Sniping Strike
Combat Gear *feather token (whip)*, *potion of cure moderate wounds*

Abilities Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 8
Feats Improved Flank, Nauseating Shot, Sniping Strike, Weapon Focus (shortbow)
Skills as above plus Craft (trapmaking) +1, Profession (miner) +2
Languages Draconic

Gear as above plus 20 arrows, belt pouch, 20 gp

ALAEIX'S CONCUBINE (3) CR 2 (XP 600)

Male kobold warrior 3/expert 2
 LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +0
Speed 30 ft.
ACP 0; Acrobatics +12, Climb +3, Stealth +13

AC 18, touch 13, flat-footed 16; **CMD** 14
 (+1 size, +2 Dex, +3 armour [mwk studded leather], +1 shield [mwk buckler], +1 natural)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).
Fort +3, **Ref** +3, **Will** +4
hp 28 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +2
Melee dagger +7 (1d3-1/19-20)
Ranged shortbow (range 60 ft.) +7 (1d6/x3)

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8
Feats Improved Initiative, Skill Focus (Acrobatics), Weapon Finesse
Skills as above plus Craft (trapmaking) +1, Profession (miner) +2
Languages Draconic

Gear as above plus 20 arrows, belt pouch

DEREGHWYR

Born in Vongyth, Dereghwyr views the dwarven hold as her birthright and would gladly sacrifice all her followers to regain control of its benighted depths.

DEREGHWYR

CR 9 (XP 6,400)

A livid scar mars the emerald green flank of this large dragon.

Female juvenile green dragon

LE Large dragon (air)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., Dereghwyr sees four times as well as a human in dim light and twice as well in normal light; Perception +16, Sense Motive +11

Speed 40 ft., fly 200 ft. (poor), swim (40 ft.), woodland stride

Woodland Stride (Ex) Dereghwyr can move through normal foliage at full speed without taking damage or suffering impediment. Foliage affected by magic, affects her normally.

ACP 0; **Acrobatics** +1 (+5 jumping), **Fly** +9, **Stealth** -3, **Swim** +22

AC 23, **touch** 10, **flat-footed** 9; **CMD** 29

(-1 size, +1 Dex, +13 natural)

Immune acid, *sleep*, paralysis

Fort +11, **Ref** +8, **Will** +11

hp 115 (11 HD)

Space 10 ft. (frightful presence 120 ft.); **Base Atk** +11; **CMB** +18

Frightful Presence (Ex) Creatures within 120 ft. of Dereghwyr with less than 11 HD must make a DC 17 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to her frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite (reach 10 ft.) +16 (2d6+9),

2 claws +16 (1d8+6),

2 wings +14 (1d6+3) and

tail slap +14 (1d8+9)

Atk Options Combat Reflexes, Critical Focus, Power Attack (-3 attack, +9 damage with bite, +6 with claws, +3 with wings and tail slap)

Special Actions breath weapon (40 ft. cone, 8d6 acid; DC 19 Reflex halves)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*alarm*, *expeditious retreat*

0—*detect magic*, *ghost sound* (DC 12), *mage hand*, *resistance*

Spell-Like Abilities (CL 11th; concentration +13)

At-Will *charm person* (DC 13), *entangle* (DC 13)

Abilities Str 23, Dex 12, Con 19, Int 14, Wis 15, Cha 14

SQ water breathing

Feats Combat Reflexes, Critical Focus, Improved Initiative, Iron Will, Multi-Attack, Power Attack

Skills as above plus Intimidate +16, Knowledge (arcana) +16, Spellcraft +16, Use Magic Device +16

Languages Common, Draconic, Dwarven

Water Breathing (Ex) Dereghwyr can breathe underwater indefinitely and can freely use her breath weapons, spells and other abilities while submerged.

Gear hoard (see page 10; total value 12,750 gp)

Background: Dereghwyr was a wyrmling when her parents were slain and she has no real memory of them. (Not that she cares). With the exception of occasional forays into the locality, her entire life has been spent in Vongyth.

Personality: Sadistic, depraved and maddened by the presence of the interloper, Antharuthux, Dereghwyr is nevertheless cautious in the destruction of her nemesis. She senses that she has the advantage now and greatly desires to slay her rival. She loathes betrayal (except her own, of course) and demands absolute loyalty from her followers.

She knows almost nothing about (and cares not) about the outside world.

Mannerisms: Dereghwyr greatly enjoys using her acidic breath to burn the flesh from her enemies' severed heads. In conversation, she casually picks up and crushes skulls to display her strength and prowess to those with whom she speaks.

Distinguishing Features: A long and badly-healed wound scars Dereghwyr's left flank. Inflicted with a *dragonbane longsword*, the wound has never fully healed and still aches. When her wound aches mightily she sallies forth into Vongyth in search of prey.

Hooks: Dereghwyr will do anything to achieve control of Vongyth and thus adventurers managing to parley with her may be able to agree a truce while they help her achieve her goal. (Keeping to her own twisted honour code, she even keeps to the letter of any agreement she makes with her new allies!)

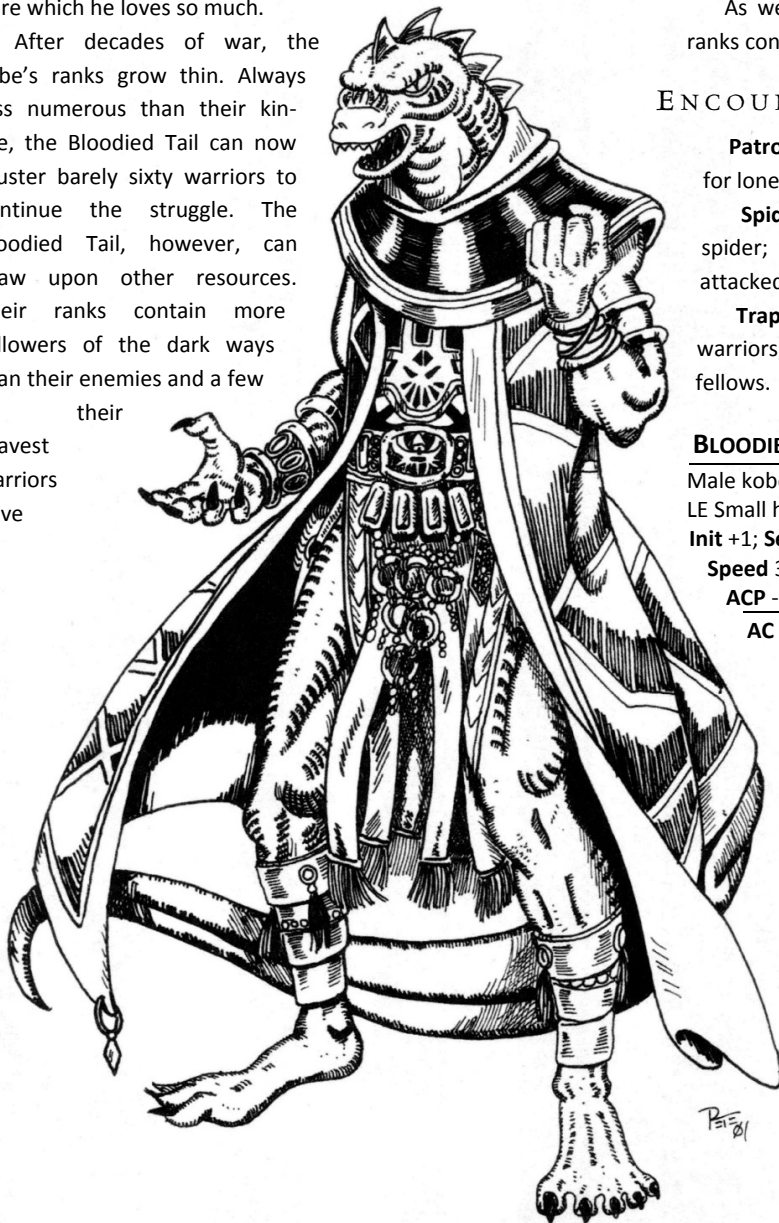


THE BLOODIED TAIL

Caught by a rampaging dragon and cut off from their fleeing brethren, the kobolds that would fill the ranks of the Bloodied Tail chose allegiance to Antharuthux over death. The tribe gained its name from a terrible ritual Antharuthux demanded his new followers complete to confirm their loyalty to him. He forced every kobold to slice off its own tail and to cast it into a pool of acid in homage to their new master.

The Bloodied Tail holds the area around a small sally port low down towards the bottom of the fortress. The gate opens into a small dismal, boggy valley, which suits Antharuthux perfectly as he sometimes retreats here to feel the oozing slime of the bog upon his scales and to smell the reeking stench of the mire which he loves so much.

After decades of war, the tribe's ranks grow thin. Always less numerous than their kin-foe, the Bloodied Tail can now muster barely sixty warriors to continue the struggle. The Bloodied Tail, however, can draw upon other resources. Their ranks contain more followers of the dark ways than their enemies and a few of their bravest warriors have



plumbed the foreboding, twisted depths of the mine tunnels below the hold. No kobold has dared those twisted, now flooded passages in many years, but the Bloodied Tail yet control a few monstrous pets brought forth from those benighted tunnels.

Sygax (the Bloodied Tail's chieftain) and Unurnyth (his consort and the tribe's most powerful adept) are growing desperate. For years now, the Blackened Eye's warriors have outnumbered the Bloodied Tail. As well as annihilation at their enemies' hands, they grow ever fearful of Antharuthux's wrath. Both now realise that a final confrontation is fast approaching and both have been quietly plotting to avoid the final ruin of their tribe.

As well as 32 females and nine young, the Bloodied Tail's ranks contain the warriors and adepts on the following pages.

ENCOUNTERING THE BLOODIED TAIL

Patrol (EL 3, XP 805): 1 bodyguard and 3 warriors; searching for lone enemies, this small patrol slinks through the darkness.

Spider Scout (EL 3, XP 800): 1 spider rider and 1 hunting spider; the spider scout observes intruders and flees if attacked.

Trappers and Escort (EL 4, XP 1,210): 1 trap smith and 7 warriors; a trap smith crafts a new trap protected by his fellows.

BLOODIED TAIL WARRIOR (44) CR 1/3 (XP 135)

Male kobold warrior 2

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; **Perception** +2, **Sense Motive** +0
Speed 30 ft.

ACP -1; **Stealth** +9

AC 17, **touch** 12, **flat-footed** 16; **CMD** 11

(+1 size, +1 Dex, +3 armour [mwk studded leather], +1 shield [small wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +2, **Ref** +1, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee handaxe +2 (1d4-1/x3)

Ranged javelin (range 30 ft.) +4 (1d4-1)

Atk Options Hit and Run

Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Hit and Run

Skills as above plus **Craft** (trapmaking) +1, **Profession** (miner) +2

Languages Draconic

Gear as above plus belt pouch

BLOODIED TAIL ADEPT (3)

CR 1 (XP 400)

Kobold adept 4

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.**ACP** 0; Stealth +10**AC** 14, touch 13, flat-footed 12; **CMD** 10
(+1 size, +2 Dex, +1 natural)**Weakness** light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +0, **Ref** +3, **Will** +6**hp** 18 (4 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** -2**Melee** dagger +0 (1d3-3/19-20)**Ranged** dagger (range 10 ft.) +5 (1d3-3/19-20)**Adept Spells Prepared** (CL 4th, concentration +6)2nd—*invisibility*1st—*bless*, *burning hands* (DC 13), *sleep* (DC 13)0—*ghost sound*, *guidance*, *touch of fatigue* (DC 12)**Combat Gear** tanglefoot bag (2), *potion of cure light wounds*,
*potion of shield of faith***Abilities** Str 4, Dex 14, Con 9, Int 9, Wis 14, Cha 10**SQ** summon familiar**Feats** Improved Initiative, Toughness**Skills** as above plus Craft (trapmaking) +1, Heal +6, Knowledge (religion) +4, Profession (miner) +4**Languages** Draconic**Gear** as above plus belt pouch, spell component pouch**BLOODIED TAIL TRAP SMITH (2)**

CR 1 (XP 400)

Male kobold expert 4

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +11, Sense Motive -1
Speed 30 ft.**ACP** -1; Acrobatics +8, Climb +5, Escape Artist +6, Stealth +12**AC** 18, touch 13, flat-footed 16; **CMD** 13
(+1 size, +2 Dex, +4 armour [mwk chain shirt], +1 natural)**Weakness** light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +1, **Ref** +3, **Will** +3**hp** 18 (4 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +1**Melee** morningstar +3 (1d6-1)**Ranged** heavy crossbow (range 120 ft.) +6 (1d8/19-20)**Abilities** Str 9, Dex 14, Con 10, Int 10, Wis 9, Cha 8**Feats** Skill Focus (Craft [trapmaking]), Skill Focus (Perception)**Skills** as above plus Craft (trapmaking) +12, Disable Device +8, Intimidate +2, Profession (miner) +5**Languages** Draconic**Gear** as above plus 10 bolts, pouch**BLOODIED TAIL SPIDER RIDER (3)**

CR 1 (XP 400)

Male kobold warrior 2/expert 2

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0
Speed 30 ft.**ACP** -1; Ride +8 (+12 on spider), Stealth +10**AC** 18, touch 13, flat-footed 16; **CMD** 13
(+1 size, +2 Dex, +3 armour [mwk studded leather], +1 shield [buckler], +1 natural)**Weakness** light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).**Fort** +3 (+5 vs. poison), **Ref** +2, **Will** +3**hp** 22 (4 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +1**Melee** morningstar +3 (1d6-1)**Ranged** light crossbow (range 80 ft.) +6 (1d6/19-20)**Atk Options** Spider Rider (+1 attack)**Special Actions** Spider Handler**Abilities** Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8**Feats** Spider Handler, Spider Rider**Skills** as above plus Craft (trapmaking) +1, Handle Animal +6, Profession (miner) +2**Languages** Draconic**Gear** as above plus 20 bolts, pouch**HUNTING SPIDER (3)**

CR 1 (XP 400)

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0**Speed** 30 ft., climb 30 ft.**ACP** 0; Acrobatics +11, Climb +16, Stealth +7 (+11 in webs)**AC** 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip)
(+3 Dex, +1 natural)**Immune** mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms)**Fort** +4, **Ref** +4, **Will** +1**hp** 16 (3 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +2**Melee** bite +2 (1d6 plus poison [Fort DC 14 negates; *frequency* 1/round/4 rounds; *effect* 1d2 Strength damage; *cure* 1 save])**Abilities** Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2**SQ** vermin traits**Skills** as above

UNURNYTH, BLOODIED TAIL ADEPT CR 5 (XP 1,600)

Female kobold adept 8

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +4 (+6 if Irix within arm's reach), Sense Motive +2 (+4 if Irix within arm's reach)

Speed 30 ft.

ACP 0; Escape Artist +4, Stealth +13

AC 15, touch 14, flat-footed 13; **CMD** 13; Dodge

(+1 size, +2 Dex, +1 dodge, +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Unurnyth is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +3, **Ref** +5, **Will** +9

hp 44 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +0

Melee dagger +2 (1d3-3/19-20)

Ranged dagger (range 10 ft.) +7 (1d3-3/19-20)

Special Actions share spells

Adept Spells Prepared (CL 8th; concentration +10)

2nd—*invisibility*, *scorching ray* (+7 ranged touch), *web* (DC 14)

1st—*burning hands* (2; DC 13), *darken scales*, *furtive step*

0—*detect magic*, *stabilize*, *touch of fatigue* (DC 12)

Combat Gear *potion of cure serious wounds*, *potion of shield of faith* (2), *scroll of enervating shadows* (2)

Abilities Str 4, Dex 14, Con 10, Int 9, Wis 14, Cha 10

SQ familiar (imp [Irix])

IRIX (UNURNYTH'S FAMILIAR)

CR - (XP -)

This tiny red-skinned creature of obvious otherworldly origin has fiendish wings and a slender tail tipped with a sharp stinger.

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7, Sense Motive +1

See in Darkness (Su) Irix can see perfectly in any darkness.

Speed 20 ft., fly 50 ft. (perfect)

ACP 0; Acrobatics +9 (+5 jumping), Fly +21, Stealth +16

AC 21, touch 16, flat-footed 17; **CMD** 16; Dodge

(+2 size, +3 Dex, +1 dodge, +5 natural)

Immune fire, poison; **Resist** acid 10, cold 10

Fort +2, **Ref** +6 (improved evasion), **Will** +7

hp 22 (8 HD); fast healing 2; **DR** good or silver/5

Space 2 1/2 ft.; **Base Atk** +4; **CMB** +2

Melee sting (reach 0 ft.) +9 (1d4 plus poison [DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save])

Atk Options deliver touch spells

Special Actions change shape (boar, giant spider, rat or raven; *beast shape I*)

Spell-Like Abilities (CL 6th; concentration +8)

At-Will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

Abilities Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14

Feats Dodge, Weapon Finesse

Skills as above plus Bluff +8, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +7, Spellcraft +7

Languages Common, Infernal, empathic link, speak with master

Feats Alertness^B, Dodge, Improved Familiar, Stealthy, Toughness
Skills as above plus Craft (trapmaking) +1, Knowledge (religion) +8, Profession (miner) +4

Languages Draconic, empathic link, speak with familiar

Gear as above plus *cloak of resistance* +1, belt pouch, 12 gp, spell component pouch

SYGAX, BLOODIED TAIL CHIEFTAIN

CR 3 (XP 800)

Male kobold warrior 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 20 ft., base speed 30 ft.

ACP -4; Stealth +9

AC 21, touch 13, flat-footed 19; **CMD** 16

(+1 size, +2 Dex, +6 armour [mwk breastplate], +1 shield [small wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Sygax is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +5, **Ref** +4, **Will** +2

hp 39 (4 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +4

Melee mwk battleaxe +11/+6 (1d6-1/x3)

Ranged javelin (range 30 ft.) +9 (1d4-1)

Atk Options Hit and Run

Combat Gear *potion of cure light wounds*

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Hit and Run, Weapon Finesse, Weapon Focus (battleaxe)

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus 2 javelins, belt pouch, 14 sp, 9 gp

BLOODIED TAIL BODYGUARD (6)

CR 1 (XP 400)

Male kobold warrior 4

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0

Speed 30 ft.

ACP -2; Stealth +10

AC 19, touch 13, flat-footed 17; **CMD** 14

(+1 size, +2 Dex, +4 armour [mwk chain shirt], +1 shield [small wooden], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +4, **Ref** +3, **Will** +1

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +2

Melee handaxe +7 (1d4-1/x3)

Ranged javelin (range 30 ft.) +7 (1d4-1)

Atk Options Hit and Run

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Hit and Run, Weapon Finesse

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus 2 javelins, belt pouch

ANTHARUTHUX

Antharuthux lusts after the dwarven wealth held by his rival and craves dominion over all Vongyth so that he has a safe lair from which he can terrorize and loot the surrounding area.

Background: One of a clutch of four, Antharuthux is the brood's only survivor. His parents' turned on his siblings slaying them all when they were but a few years old. Antharuthux fled the slaughter and eventually discovered Vongyth. Arriving just as Dereghwyr was cementing her power, he subverted her hold

ANTHARUTHUX

CR 8 (XP 4,800)

This black-scaled, lithe dragon moves with sinuous grace. Several jagged and broken fangs protrude from its maw.

Male juvenile black dragon

CE Medium dragon (water)

Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., Antharuthux sees four times as well as a human in dim light and twice as well in normal light; Perception +15, Sense Motive +10

Speed 60 ft., fly 150 ft. (average), swim 60 ft., Spring Attack, swamp stride

Swamp Stride (Ex) Antharuthux can move through bogs and quicksand without penalty at his normal speed.

ACP 0; Acrobatics +2 (+14 jumping), Climb +13, Fly +15, Stealth +15, Swim +21

AC 25, touch 13, flat-footed 22; **CMD** 28; Dodge, Mobility (+2 Dex, +1 dodge, +12 natural)

Immune acid, *sleep*, paralysis

Fort +11, **Ref** +9, **Will** +11

hp 105 (10 HD)

Space 5 ft. (frightful presence 120 ft.); **Base Atk** +10; **CMB** +15

Frightful Presence (Ex) Creatures within 120 ft. of Antharuthux with less than 10 HD must make a DC 16 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see him charge or attack. A creature making a successful saving throw is immune to his frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite +17 (1d8+7),

2 claws +17 (1d6+5) and

2 wings +13 (1d4+2)

Atk Options Spring Attack

Special Actions breath weapon (60 ft. line, 8d6 acid, DC 19 Reflex halves)

Spell-Like Abilities (CL 10th)

At-Will—*darkness*

Abilities Str 21, Dex 14, Con 19, Int 12, Wis 15, Cha 12

SQ water breathing

Feats Dodge, Iron Will, Mobility, Multi-Attack, Spring Attack

Skills as above plus Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (history) +8, Spellcraft +8

Languages Draconic, Dwarven

Water Breathing (Ex) Antharuthux can breathe underwater indefinitely and can freely use his breath weapons, spells and other abilities while submerged.

Gear hoard (see page 10; total value 10,150 gp)

over some of the surviving kobolds and fled to the depths of the dwarves' delvings with his new followers.

Personality: A vicious brute and cunning opportunist, Antharuthux is nevertheless extremely stubborn and wilful. Vongyth is his and he looks forward to the day when he rips the life from his rival's bleeding body.

Antharuthux has an inflated sense of his own worth; he gleefully victimises those weaker than himself, punishing them for his parents' transgressions. He dreams of gaining enough power to be able to revenge himself upon his parents, but rationally he understands that any such attack would be suicide.

Antharuthux is unpredictable as befits his chaotic nature and has a mercurial temper. He fears that his enemies now outnumber his own followers and that he may soon have to flee Vongyth. Thus, he is desperate.

Mannerisms: Because of his broken fangs, Antharuthux speaks with a slight lisp. He is extremely touchy about this speech impediment and slays anyone jesting about it.

Distinguishing Features: During their last encounter, Antharuthux broke several fangs on Dereghwyr's scales. The battle almost killed him and he now avoids his rival.

Hooks: Antharuthux does not want to face Dereghwyr in battle again, being far keener to achieve her demise through his minions (or "hired" adventurers). He slays any survivors, of course, as none may witness his cowardice and live.



KOBOLDS OF VONGYTH

While the warriors of the Blackened Eye and Bloodied Tail have their own distinct appearances and battle tactics, several types of generic kobolds lurk within Vongyth. The females and young of both tribes are essentially identical. The stat blocks below provide their details. Neither poses much of a threat in battle, but young kobolds make surprisingly good scouts. The fate of captured or cornered noncombatant kobolds can make the subject of interesting roleplaying between party members.

WHAT'S IN THE POUCH?

Kobolds carry many odds and ends with them, the pathetic treasures of a brutal, short life. When the PCs loot the fallen, use the table below to determine what they find.

D20	THE POUCH CONTAINS...
1	A few rat bones, pieces of fluff and three short lengths of frayed rope.
2	A small blunt knife, a set of partially carved bone dice and 3 cp.
3	A partially eaten, mouldering rat corpse and a thin, broken gold ring (worth 5 gp if repaired).
4	This bloodstained pouch contains a bent iron spike and a dirty steel mirror.
5	Several small mushrooms wrapped in fungus and 6 cp.
6	Four sling bullets of dwarven craft, flint and steel and a

	shredded water flask.
7	The rusted hilt of a Medium-sized dagger, three sharp rock shards and the mouldering remains of a rat corpse.
8	A necklace of rat skulls decorated with flakes of rock (worthless).
9	A crude smokestick that emits a noxious smell once used.
10	A burnt out sunrod, bundle of hopelessly tangled string, 4 cp and 1 sp.
11	A heavy iron key, the stub of a small candle and 1 sp.
12	Four pieces of chalk, 3 fishhooks and a length of sodden twine.
13	An empty vial that smells of acid, crude Small-sized manacles, a Small whip and 4 cp.
14	A pouch of caltrops and 5 cp.
15	A 5 ft. square fishing net and three small bells threaded onto a 10 ft. length of twine.
16	Shards of broken pottery, a small hammer and a twisted lockpick.
17	A torn, empty sack, mud encrusted signal whistle and 2 sp.
18	A bent gold piece and 3 cp.
19	A broken inkpen, 3 stained sheets of parchment, a lump of stone and 5 sp.
20	A rat skull necklace, shards of rock that glitters in direct light (the minerals therein are worthless) and 3 cp.

FEMALE KOBOLD

CR 1/4 (XP 100)

This small female reptilian humanoid wears tatty leather armour and carries a dagger. Her eyes blaze with hatred, and perhaps a touch of madness.

Female kobold commoner 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.

ACP 0; **Stealth** +9

AC 15, touch 12, flat-footed 13; **CMD** 9

(+1 size, +1 Dex, +2 armour [leather], +1 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a daylight spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort +0, **Ref** +1, **Will** +0

hp 3 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -2

Melee dagger +0 (1d3-1/19-20)

Ranged dagger (range 10 ft.) +2 (1d3-1/19-20)

Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Alertness

Skills as above plus Craft (trapmaking) +1, Profession (miner) +6

Languages Draconic

Gear as above plus 2 daggers, belt pouch

YOUNG KOBOLD

CR 1/6 (XP 65)

This tiny reptilian humanoid moves quietly and quickly. It wears scraps of clothing and leather armour.

Kobold commoner 1

LE Tiny humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.

ACP 0; **Stealth** +13

AC 14, touch 13, flat-footed 13; **CMD** 8

(+2 size, +1 Dex, +1 armour [padded])

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a daylight spell the kobold is dazzled (-1 penalty on attack rolls and sight-based Perception checks).

Fort -2, **Ref** +3, **Will** +0

hp 1 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -5

Melee dagger (reach 0 ft.) -1 (1d2-3/19-20)

Ranged dagger (range 10 ft.) +5 (1d2-3/19-20)

Abilities Str 5, Dex 17, Con 6, Int 9, Wis 10, Cha 8

Feats Alertness

Skills as above plus Craft (trapmaking) +1, Profession (miner) +6

Languages Draconic

Gear as above plus belt pouch

TRAPS OF VONGYTH

The kobolds of Vongyth are skilled trap-makers. The traps presented below detail a few of their inventive creations devised over the long years of their conflict. In many cases, kobolds lurk nearby ready to spring upon distracted and injured intruders. In such cases, remember that the kobolds know of the trap's location and avoid them accordingly (which may provide canny PCs with advanced warning of further lurking danger).

CROSSBOW BOLT CR 1 (XP 400)

With a soft click, a small portion of the floor depresses beneath your foot.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (pressure plate in the floor); **Reset** manual; **Bypass** a hidden switch located in the floor next to the pressure pad (DC 25 Perception check locates)

Effect The trap fires a single light crossbow bolt (+15 attack, 1-8/19-20 damage) of dwarven make at a character standing on the pressure plate.

HIDDEN PIT CR 1 (XP 400)

With no warning, the floor beneath your feet gives way, dropping you into a pit.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (multiple targets in a 10 ft. square area); **Reset** manual; **Bypass** a hidden switch located in the floor (DC 25 Perception check locates).

Effect Characters entering a pit square fall 20 ft. (taking 2d6 falling damage) and land prone unless they make a DC 20 Reflex save. (Characters running or charging get no saving throw and automatically fall into the pit). Characters can scale the pit's walls with DC 15 Climb checks.

Combat Clever combatants can bull rush opponents into the pit.

PIT TRAP AUGMENTS

Add one or more of these augments to a pit trap to make it more challenging.

Brown Mold: The pit contains a patch of brown mold, which makes the temperature noticeably colder within 10 ft. of the pit. This augment increase the trap's CR by +2.

Skeletons: Trapped animated dwarven skeletons (use the human skeleton stat block) attack any creatures falling into the pit: The pit could contain one dwarven skeleton (XP 135), two dwarven skeletons (XP 270) or three dwarven skeletons (XP 405).

Spikes: 1d4 spikes (+10 attack, 1d4+2 damage) attack those falling into the pit. This augment increase the trap's CR by +2.

FALLING JARS CR 1 (XP 400)

Two small jars and a multitude of caltrops fall from the ceiling.

Search DC 20 **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location (one 5 ft. square); **Reset** none

Effect Two clay jars containing alchemist's fire (each +10 touch attack, 1d6 fire damage or 1 fire damage on miss; see alchemist's fire for more information) and one set of caltrops fall from concealed niches in the ceiling.

TUMBLING BLOCK CR 3 (XP 800)

A large stone block falls from the ceiling.

Search DC 20; **Type** mechanical

Disarm Disable Device DC 20 (2d4 rounds; activates on DC 15 or less).

Trigger location; **Reset** repair

Effect A 5 ft. cube of stone falls from the ceiling onto the character below (+15 attack, 4d6 damage).

Modification This trap could cause a small collapse, instead of dropping prepared stone blocks from the ceiling.

Combat The stone block is a 5 ft. cube. Characters behind the block have cover or total cover depending on their size. Characters can scale the smooth block with a DC 20 Climb check or leap atop it with a DC 20 Acrobatics check. Characters atop the block gain the benefits of higher ground (+1 on melee attacks).

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP The trap's name, followed by its CR and XP value appear first.

Read Aloud Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search The required DC to discover the trap.

Type The trap's type.

Disarm The Disable Device check required to disarm the trap. This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass Any special ways of bypassing the trap are noted here.

ATTACK

Trigger How and when the trap activates.

Reset How long it takes the trap to reset.

Effect The trap's effects. If the trap has multiple effects, they are presented separately for clarity.

DESIGNING ADDITIONAL TRIBAL MEMBERS

Designing additional members of either the Blackened Eye or Bloodied Tail is a simple task. Kobolds are defined by their class levels – they do not possess racial Hit Dice and as such each member has the following racial traits:

- **-4 Strength, +2 Dexterity, -2 Constitution:** Kobolds are fast but weak.
- **Small:** Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Normal Speed:** Kobolds have a base speed of 30 feet.
- **Darkvision:** Kobolds can see in the dark up to 60 feet.
- **Armour:** Kobolds have a +1 natural armour bonus.
- **Crafty:** Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for a kobold.
- **Light Sensitivity (Weakness):** Kobolds are sensitive to bright lights. They are dazzled (-1 penalty on attack rolls and sight-

based Perception checks) in areas of bright sunlight or within the radius of a *daylight* spell.

- **Languages:** Kobolds begin play speaking only Draconic. Kobolds who have high Intelligence scores can choose any of the following bonus languages: Common, Dwarven, Gnome and Undercommon.
- **Low CR:** Kobolds with NPC class level take a -3 to their CR.

When designing kobolds with NPC classes levels, use the following arrays (which already include a kobold's racial adjustments):

- **Aristocrat, Commoner, Expert, Warrior:** Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8.
- **Adept:** Str 6, Dex 11, Con 10, Int 11, Wis 13, Cha 8.

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